

DETAILED ACTION

1. Claims 1-29 is pending.

After consulting and discussing the issues brought up by Applicant in the Appeal filed February 22, 2005 with the Appeal conference, an extensive search on these issues were performed. However, it was unable to find relevant prior art to continue the prosecution.

2. Claims 27-29 have been cancelled by applicant.

Claims 1-26 is allowed over art.

EXAMINER'S AMENDMENT

3. **An examiner's amendment to the record appears below. Should the changes and/or additions be unacceptable to applicant, an amendment may be filed as provided by 37 CFR 1.312. To ensure consideration of such an amendment, it MUST be submitted no later than the payment of the issue fee.**

Authorization for this examiner's amendment was given in a telephone interview with Mr. Michael Colby on May 25, 2005.

The application has been amended as follows:

Please cancel claims 27-29.

Replace Claim 1:

A method for use in a computer, the method comprising:
while booting a computer and prior to allowing a user to logon on the computer, arranging for a markup language rendering engine to be loaded at the beginning of an operating system initialization procedure; and
providing markup language code suitable for use with the markup language rendering engine, the markup language being capable of soliciting at least one user input when rendered by the markup language rendering engine, the user input being associated with a user logon process configured to selectively allow a user to logon to the computer.

Replace Claim 8:

A computer-readable medium having computer-executable instructions for causing one or more processors to perform acts comprising:
while booting a computer and prior to allowing a user to logon on the computer, arranging for a markup language rendering engine to be loaded at the beginning of an operating system initialization procedure; and
providing markup language code suitable for use with the markup language rendering engine, the markup language being capable of soliciting at least one user input when rendered by the markup language rendering engine, the user